

Flint & Steel Skirmish Rules

A public domain version including notes by the author in italics

Dear Reader, Perhaps these are among the most rudimentary skirmish rules you've ever seen. I use them for solo play to help me push 54mm toy soldiers around a card table with only slightly more realism than whimsy may afford... though I do reserve the right to make as many "PEW! PEW!" and "BOOM!" noises as I see fit. They are also a work in progress. Cheers.

ACTIVATION

Use preferred activation system.

When activated, a figure may Move, Shoot, or Fight.

I use a card system for activation. Each figure is represented by a playing card. Choose one suit for each force. Eg: Three on four could be three hearts plus four clubs comprising a small deck. I add the joker to provide random length turns in which not all models may get an activation.

COMBATANTS

All units are of the same 'type' without distinction. Models depicting ranged weapons may Shoot. All models may Fight.

MOVEMENT

A Figure may Move up to 12" in a straight line.

Changing direction costs 4"

Rough terrain costs double.

Shooting or Fighting at the end of a Move costs 4".

Ducking or standing is not Movement.

I've used inches – sorry civilized world – and employ a measuring stick though I'm not fussy about exactness as I play solo mostly.

SHOOTING

Units shoot in any direction. (No facing)

Line of sight is required.

Range is immaterial.

Hit on modified 1d6 of 5+. (a natural 6 is always a hit)

A Hit model receives one Wound.

Shooter did not Move: +1

Target in cover: -1

Rifled Barrel: +1

Muzzle loading firearms take four uninterrupted consecutive Move actions (*without moving*) to reload.

FIGHT

Hit on modified 1d6 of 5+. (a natural 6 is always a hit)

A Hit model receives one Wound.

Target has Shield: -1

Target wearing Armor: -1

Attacker did not Move: +1

Leaving combat allows opponent a free Fight roll.

ELIMINATING UNITS

As soon as a figure receives a Wound roll 1d6 subtracting the number of Wounds it has. Out of action on ≤ 0 .

"Out of Action" includes models lost to cowardice. As such, you may decide to begin a game with a model already having one or more "wounds" to represent actors of lower morale as well as those weaker or more vulnerable.



Gilding the Lilly

EVENTS (OPTIONAL)

2. One figure is Out of Action
3. Re-roll targeting two random figure.
4. A figure can not take cover for the rest of the game.
5. A figure may not Move or Shoot this turn.
6. Add one Hit to any figure.
7. Nothing Happens.
8. Remove one Hit from any figure.
9. A figure may Shoot or Move twice this turn.
10. A figure has a cover bonus for the rest of the game.
11. A figure's Movement is +4" for the rest of the game.
12. One OoA figure returned to deployment zone.

I use this table for chance events and assume that all events target randomly from among all figures. How often I roll determines how much chaos is in play. Eg: Once per turn / Every x turns / etc.

POINTS

5pts	Infantry with hand weapon
1pt	Shield
1pt	Armor
2pts	Bow
1pt	Flintlock Musket
4pts	Lever Action Rifle or Six-Gun
5pts	Grenade (one)

Typically I play with what seems appropriate to me for the flavour I'm trying to capture, but I still wanted to settle on a points system. This list only features customizations I've used to date.

GRENADES (18th CENTURY)

Move activation required to lite and throw (up to 12").
Scatter of 1" determined by method of choice.
Blast radius of 8". Cover negates on 1d6 of 4+.
All figures in range suffer one Wound.

